

OWNER'S MANUAL
NOKIA 636

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Issue 4

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1. IMPORTANT SAFETY INFORMATION

Traffic Safety

- Do not use a hand-held phone while driving a vehicle. If using a hand-held phone, park the vehicle before conversing.
- Always secure the phone in its holder; do not place the phone on the passenger seat or where it can break loose in a collision or sudden stop.
- The use of an alert device to operate a vehicle's lights or horn on public roads is not permitted.
- Remember, road safety always comes first!

Operating Environment

- Remember to follow any special regulations in force and always switch off your phone whenever it is forbidden to use it, or when it may cause interference or danger.
- Operation of any radio transmitting equipment, including cellular phones, may interfere with the functioning of inadequately protected medical devices. Consult a physician or the manufacturer of the medical device if you have any questions. Other electronic equipment may also be subject to interference.
- As with other mobile radio transmitting equipment, users are advised that for the satisfactory operation of the equipment and for the safety of personnel, it is recommended that the equipment should only be used in the normal operating position.
- Users are advised to switch off the phone while at a refueling point (service station). Users are reminded of the need to observe restrictions on the use of radio equipment in fuel depots (fuel storage and distribution areas), chemical plants or where blasting operations are in progress.

- Do not store or carry flammable liquids, gases or explosive materials in the same compartment as a cellular phone or any of its parts or accessories.
- Only qualified personnel should install or service the phone in a vehicle. Faulty installation or service may be dangerous and may invalidate any warranty which may apply to the unit.
- Electronic fuel injection systems, electronic anti-lock braking systems, electronic cruise control systems and other electronic systems can malfunction due to the lack of protection from radio signals. Check regularly that all cellular phone equipment in your vehicle is mounted and operating properly.
- Switch off your cellular phone when in an aircraft. The use of cellular phones in an aircraft may be dangerous to the operation of the aircraft, may disrupt the cellular networks, and is illegal.
- Failure to observe these instructions may lead to the suspension or denial of cellular telephone services to the offender, or legal action or both.

Emergency Calls

IMPORTANT!

This phone, like any cellular phone, operates by using radio signals, cellular and landline networks, as well, as user-programmed functions which cannot guarantee connection in all conditions. Therefore, you should never rely solely upon any cellular phone for essential communications (e.g., medical emergencies).

Remember, that to make or receive any calls, the phone must be switched on and in a service area with adequate cellular signal strength.

Emergency calls may not be possible on all cellular phone networks or when certain network services and/or phone features are in use. Check with your local service providers.

To make an emergency call:

- ① If the phone is not on, switch it on by pressing and holding the PWR key.
- ② Press and hold the CLR key for several seconds to ready the phone for calls.
- ③ Enter the emergency number for your present location (e.g., 911 or another official emergency number). Emergency numbers vary by location.
- ④ Press the SEND key.

If certain features are in use (e.g., Keyguard), you may first need to turn those features off before you can make an emergency call. Consult this document and your local cellular service provider.

When making an emergency call, remember to give all the necessary information as accurately as possible. Remember, that your cellular phone may be the only means of communication at the scene of an accident - do not cut off the call until given permission to do so.

Regulations

FCC/Industry Canada Notice

Your phone may cause TV or radio interference (e.g. when using a phone in close proximity to receiving equipment). The FCC/Industry Canada can require you to stop using your phone if such interference cannot be eliminated. If you require assistance, please contact your local service facility.

This phone complies with part 15 of the FCC rules. Operation is subject to the condition that this device does not cause harmful interference.

Using This Guide

The cellular phone described in this guide is approved for use in AMPS networks.

A number of features included in this guide are called Network Services. They are special services provided by cellular service providers. Before you can take advantage of any of these Network Services, you must subscribe to the service(s) you require from your home service provider. You may then activate and use the functions as described in this guide.

The manual activation commands for various network services are not presented in this guide (e.g., using * and # characters for activating or deactivating network services). The phone nevertheless is capable of handling commands given in that form. For these commands, please consult with your service providers.

2. KEYS AND DISPLAY INDICATORS

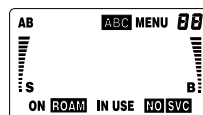
List of Keys

PWR	Press and hold the key to switch the phone on and off.
ABC	Used to switch between alpha and numeric modes.
MENU	Used to enter the menu facility. Press the MENU key and then scroll through the menu functions by using the arrow key (▲▼), or press first the MENU key and then a menu shortcut number. (See Shortcut Method on page 30.)
OK	Used to confirm a setting in the menu facility. Also used to store information in the phone memory.
▲▼	Used to adjust the earpiece volume during a call. Press ▲ to increase and ▼ to decrease the volume. Press the ▲▼ key to scroll through the memory locations when the display is clear. Press ▼ to scroll forward and ▲ to scroll backward. Press the MENU key and then scroll through the menu functions with the ▲▼ key. Press ▼ to scroll forward and ▲ to scroll backward. (Hold the key down for continuous scrolling.)
CLR	Used to delete characters one at a time or to clear the whole display by pressing and holding the key. This key is also used to exit the menu functions.
SEND	Used to dial a phone number and answer a call. With the display clear, this key recalls the five last dialed phone numbers.
END	Used to end a phone call. Note: When you press and hold the END key, the keyguard is activated.
0 - 9	Used to enter numbers and alpha characters.
★, #	Used for special purposes in special functions. (For example, the keypad can be locked/unlocked by first pressing the MENU key and then pressing the ★ key.)

Display Indicators

AB Indicates which network is currently in use:

- A system only
- B system only
- AB both systems
- Blank home area only



ABC Indicates that the phone is in ALPHA mode and letters can be entered or displayed.

MENU Indicates that the MENU key has been pressed and you are in the menu facility.

BB Indicates the number of a menu function or phone directory memory location.

ON Indicates that the phone is switched on.

ROAM The symbol is constantly displayed when the phone is outside its home service area and is connected to a home type system. The symbol flashes when the phone is connected to a non-home type system.

IN USE Indicates that a call is in progress.

NO SVC Indicates that cellular service is not available.

S and bar Indicates the cellular signal strength of the location where you are using your phone. The higher the bar, the stronger the signal.

B and bar Indicates the battery charge level. The higher the bar, the more charge in the battery. When the battery is in a full charge, the whole bar is displayed.

Display Editing

The display can be edited using the CLR key.

- Press the CLR key once to delete the last digit.
- Press the CLR key repeatedly to delete digits one by one.
- Press and hold the CLR key to clear the whole display. Clearing the whole display restores the display to the numeric mode.

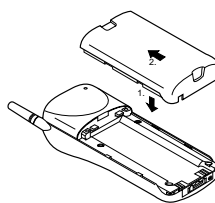
The phone can display up to 16 digits. If you enter more than this (max. 32 digits), the first digits will run-off the display, and you cannot view them.

3. GETTING STARTED

Installing the Battery

To install the Battery:

- ① Place the battery onto the rear of the phone (1).
- ② Push the battery towards the catch until it clicks into place (2).
- ③ Make sure the battery is properly installed.



To remove the Battery:

- ① Switch off the power before removing the battery.
- ② Press the locking catch at the top of the battery and slide the battery down and off the phone.

Battery Charge Indication

The vertical bar to the right of the indicator B on the right side of the phone display shows the battery charge level. The higher the bar, the more power left in the battery.



Charging a Battery

- ① Install the battery and connect the charger to the base of the phone.
- ② Connect the charger to a standard AC wall outlet. Segments of the battery indicator bar on the right-hand side of the display start scrolling and a confirmation tone is emitted.
 - You can use the phone during the charging, but the charging process will be reduced for the duration of the call.
 - After the segments of the battery indicator bar stop scrolling and the bar is entirely displayed, the battery is fully charged.
- ③ Disconnect the charger from the power outlet and phone.

- **Note:** A new battery must be fully charged before being used for the first time.
- Battery charging times depend on the type of battery and charger used. Battery operation times depend greatly on how you use the batteries, as well as on the coverage of the network and network parameters set by the cellular service provider.
- If the battery is too hot or cold, the charging may be interrupted until the battery reaches its normal operating temperature.

For more information on batteries, see Battery Information on page 44.

Signal Strength Indication

Your phone sends and receives radio signals. As with all radio equipment, the quality of radio reception depends on the strength of the radio signal in the area where you are operating your cellular phone.



The strength of the cellular signal is shown by the vertical bar to the left of the S indicator on the left-hand side of the display. The higher the bar, the stronger the signal is at the location where you are operating your phone.

- When the **NO SVC** indicator is displayed, the phone is outside of the cellular service area and calls cannot be made or received.
- If the signal is poor and you are using the phone in a building, it may be beneficial to move near a window for better reception.

4. GENERAL FUNCTIONS

Switching On/Off

If your phone has an extendable antenna, extend the antenna fully. As with any other radio transmitting device, avoid unnecessary contact with the antenna when the phone is switched on.

- ① Press and hold the **PWR** key for one second to switch on the phone.
 - The phone will carry out a short self-test briefly displaying its activated phone number. The phone is ready for use when the indicators **ON**, **S** and **B** are displayed.
- ② Press and hold the **PWR** key for one second to switch off the phone.

IMPORTANT! Do not switch on the phone when cellular phone use is prohibited or when it may cause interference or danger.

Making a Call

- ① Enter the area code and the desired phone number.
 - If you make a mistake, press the **CLR** key repeatedly to delete digits one by one or press and hold the **CLR** key to clear the whole display.
- ② Press the **SEND** key to dial the phone number.
 - The text *NO SERVICE* appears and an error tone is given if you try to make a call when no cellular service is available.
 - The text *LOCKED* appears if you try to make a call and your phone is locked. (See Lock Phone on page 34.)
 - The text *KEYGUARD ACTIVE* appears if the keyguard feature is activated. (See Keyguard on page 18.)
- ③ End the call by pressing the **END** key.

Note: If you press and hold the **END** key, the keyguard feature is activated.

Receiving a Call

When there is an incoming call, the phone will give a ringing tone and the *CALL* message will flash on the display.

- If you have set the menu function Ringing Volume to SILENT SERVICE, the keypad and display lights will flash, the *CALL* message will flash on the display and only a short beep tone will be given.

You can answer a call any time, even while using the memory or menu functions.

To answer a call:

- ① Press the **SEND** key or any key except **PWR** and lift the phone to your ear.

Note: If the Keyguard is activated, a call can only be answered by pressing the **SEND** key.

- ② To end a call, press the **END** key.

- If you don't answer a call, the message *1 CALL MISSED* or *NN CALLS MISSED* will remain on the display until you press any key (except **PWR**) to clear the display.

Adjusting the Earpiece Volume

The volume of the earpiece can be controlled by scrolling the **▲▼** key during a call. Press **▲** to increase and **▼** to decrease the volume level.



Note: This key acts as a scrolling key for the memory and the menu functions when not in a call.

Last Number Redial

The last five phone numbers you called or attempted to call (and associated names if entered) are stored in the phone's memory location 0 (L0-L4). This stack of the five last dialed numbers remains in the phone's memory when the phone is switched off.

To redial a last number dialed:

- ① If there are any characters on the display, clear the display by pressing and holding the CLR key.
- ② Press the SEND key to display the last dialed number. Use the ▲▼ key to scroll through the last dialed numbers. To view the associated names, if stored in the phone's memory, press the ABC key first and then start scrolling by using the ▲▼ key. The location number is displayed in the upper right corner of the display (L0-L4).
 - If the stack of the last dialed numbers is empty, the message *LOCATION EMPTY* will be displayed.
- ③ To make a call to the displayed number or name, press the SEND key.

See also Dialed Calls Memory Location on page 20.

Speed Dialing

Speed dialing is a handy way to call frequently-used phone numbers stored in the phone's memory locations. (To store phone numbers, see Storing Names and Phone Numbers on page 21.)

- ① Enter the number of the memory location where you have stored the desired phone number.
- ② Press the SEND key.

The phone recalls the phone number from the specified memory location, displays it briefly, and then dials it.

 - If the memory location is empty, the message *LOCATION EMPTY* will be displayed.

9 Key Emergency Dialing

If the menu function emergency Key 9 is set to on (EMERG. 9 ON), you can make an emergency call to the emergency number programmed into your phone by pressing and holding the 9 key.

- The phone dials the the emergency programmed into the phone displays the message *EMERG. CALL TRY*.

Note: The official emergency numbers vary by location (e.g., 911 or another official emergency number). However, only one emergency number is programmed into your phone to be dialed automatically by one-touch emergency dialing, which may not be the proper number in all circumstances.

Note: The one-touch 9 Key Emergency Dialing operates even when your phone is *LOCKED*.

Note: The 9 Key Emergency Dialing does not operate when the keyguard feature is activated. However, an emergency call can be made without deactivating the keyguard by entering the whole emergency number programmed into your phone and then pressing the *SEND* key.

To make an emergency call when keyguard is activated:

- ① Enter the emergency number programmed into your phone and press the *SEND* key.
- The emergency number is displayed only after you have entered the last digit of the number.
 - The phone dials the emergency number and the message *EMERG. CALL TRY* is displayed.

Keyguard

The phone's keypad may be locked to prevent unintended key-presses from being made when the phone is, for example, in a pocket or a bag. No security code is required to activate or deactivate this keyguard feature.

To activate the keyguard:

- ① Press the **MENU** key and then the **★** key.

You can also activate the keyguard by pressing and holding the **END** key. This is a convenient way to activate the keyguard when you end a call.

The message *KEYGUARD ACTIVE* remains on the display until the keyguard is activated. When you press a key, the phone prompts you to press the **MENU** key.

To deactivate the keyguard:

- ① Press the **MENU** key (at *PRESS MENU* prompt) and then the **★** key (at *NOW PRESS ★* prompt).

The message *KEYGUARD OFF* is briefly displayed indicating that the keyguard has now been deactivated.

When keyguard is activated:

- To answer a call, press the **SEND** key. During the call, the keypad remains unlocked and the phone can be operated in the normal way.
- To end a call, press the **END** key. After the call is ended, the keyguard automatically becomes active again.
- The phone can not be switched off before the keyguard is deactivated.

Note: When the keyguard is activated, call may be possible to the emergency number programmed into your phone (e.g., 911 or another official emergency number). However, one key emergency dialing ('the 9 key') does not operate.

Calling Card Call

Note: This feature may not be operational in all countries.

When making a call, the call charges can be directed to a selected calling card company, if the card number is sent to the network during the call setup.

Before making an automatic calling card call, you have to activate one of the calling card option from the menu function CALLING CARD.

To make an automatic calling card call:

- ① Enter the desired area code and phone number, and press and hold the **SEND** key for more than one second.

Note: If no calling card is activated, the phone will make a normal call to the phone number entered.

The message *CARD CALL* remains on the display until the access number has been sent to the network. The phone asks you to wait for a dial tone (*WAIT FOR PROMPT*).

- ② After the tone, press the **SEND** key.

The phone now sends the phone number to the network, and the message *CARD CALL* remains on the display until the transmission is completed. The phone then prompts you to wait for another dial tone.

- ③ After the tone, press the **SEND** key once again.

The phone now sends the card number to the network, and the message *CARD CALL* remains on the display until the transmission is completed and the phone returns to the normal call mode.

Note: This procedure may not apply to all calling card options programmed into your phone. Please contact your local service provider for more information.

5. USING THE MEMORY

Standard Memory Locations

Your phone has 40 standard alpha-numeric memory locations. Memory locations 1-20 (short) can hold phone numbers of up to 16 digits and names of up to 16 characters. Memory locations 21-40 (long) can hold numbers of up to 32 digits and names of up to 16 characters.

Note: If you try to store a digit string of over 16 characters in a short memory location (locations 1-20) the message *DIGITS MAX = 16* is briefly displayed and the phone exits the store function. The string you tried to store will reappear on the display, and you can store it in a long memory location as described in Storing Names and Number on page 22.

Dialed Calls Memory Location

The memory location 0 is reserved for the stack of five last dialed numbers. The phone automatically stores the five last dialed numbers in locations L0-L4 of the memory location 0. Whenever a new call is made, the last dialed number is stored in the location L0, and the other numbers in the stack are moved forward by one location and the number in the location L4 is overwritten. A phone number can not be stored twice in the stack. When dialing a number that already exists in the stack, the dialed number is moved to the top of the stack i.e., it is stored in location L0.

① To view the stack of the last dialed numbers press the **SEND** key (with the display clear) once. Use the **▲▼** key to scroll the last dialed numbers. To view any associated names, if entered, press first the **ABC** key to switch to the alpha mode, and then start scrolling by using the **▲▼** key.

- If the stack is empty, the message *LOCATION EMPTY* will be displayed.

② To call the displayed number or name, press the **SEND** key.

To erase the stack, erase the memory location 0 (L0-L4) as described in Erasing a Memory Location on page 27.

Notepad Memory Location

Your phone has one short term memory location, where a phone number can temporarily be stored, e.g., during a call. This location is automatically cleared when the phone is switched off.

To store a number in the notepad memory:

- ① Press the MENU key and scroll to the menu function STORE TO MEMORY by using the ▲▼ key and press OK, or press MENU 1.

The phone asks you to enter the name to be stored (*NAME?*).

- ② Enter the name (as described in Entering Names on page 21) and press OK, or just press OK.)

The phone asks you to enter the phone number (*NUMBER?*).

- ③ Enter the area code and the phone number and press OK.
 - OR instead of steps 1 to 3 above, enter the area code and the phone number and the name to be stored, press the MENU key and scroll to the menu function STORE TO MEMORY and then press OK.

The phone prompts you to enter a memory location number (*STORE TO?*) or suggests the first empty memory location if available (e.g., *STORE TO 5?*).

- ④ Press the # key and then OK.

The phone will store the number (and name) in the notepad memory location. Any number previously stored in the notepad memory will be overwritten.

To recall the number from the notepad memory:

- ① To display the number stored in the notepad memory, press the # key first and then the arrow key (▲▼).

- If the location is empty, the message *LOCATION EMPTY* will be displayed.

- ② To call the number, press the SEND key.

To store the number (and name) from the notepad memory location in a standard memory location, recall it, then store it as described in Storing Names and Phone Numbers on page 22.

Entering Names

- ① If in the numeric entry mode, press the **ABC** key to select the alpha mode.

The ABC indicator will appear on the display to indicate that letters can now be entered.

- ② Press the key labeled with the letter you want. Press it once to obtain the first letter, twice (before the cursor appears) to obtain the second and so on. If you miss the letter you want, just repress the key until the desired character appears.

- If you want the same letter twice, either select it as above, wait until the cursor appears and select it again or select the letter and press the **★** key and then select it again immediately.
- If you want a space between the letters, press the **#** key.
- If you want a hyphen between the letters, press the **1** key.
- To correct a mistake, press the **CLR** key repeatedly to delete characters one by one or press and hold the **CLR** key to clear the whole display. **Note:** Clearing the whole display automatically restores the numeric mode.

- ③ To exit the alpha mode, press the **ABC** key.

You can toggle between a name and number entry by pressing the **ABC** key.

Storing Names and Phone Numbers

To use the quick store method:

- ① Enter the area code and phone number and name.
- ② Press and hold **OK** for one second.

The message *STORED* will be displayed confirming that the information has been stored in the first empty memory location displayed in the upper right corner of the display.

- If there is no empty location, the message *NO SPACE* is displayed and the information you tried to store will reappear on the display, and you can store it as described above, or you can clear the display by pressing and holding the **CLR** key.

To use the menu method:

- ① Press the **MENU** key and scroll to the menu function **STORE TO MEMORY** by using the **▲▼** key and press **OK**, or press **MENU 1** as a shortcut access method.

The phone asks you to enter the name to be stored (*NAME?*). The ABC indicator on the top of the display indicates that the phone is in the alpha mode.

- ② Enter the name as described above and press **OK**, or if you do not want to store a name, press **OK**.

The phone prompts you to enter the phone number to be stored (*NUMBER?*).

- ③ Enter the area code and the phone number and press **OK**.

- OR instead of the steps 1 to 3 above, enter the area code and the phone number (and name) to be stored, press the **MENU** key and scroll to the menu function **STORE TO MEMORY** and press **OK**.

- ④ a) If the name you entered is not in use, the phone suggests the first empty memory location if available (e.g., *STORE TO 5 ?*). If you want to store the information in the suggested first empty memory location, press **OK**.

b) If the name you entered is already in use, the phone displays the number of the memory location where it is stored and asks you to over write the memory location (*REPLACE NAME?*). If you want to replace the existing information, press **OK**.

c) If there is no empty memory location available, the phone prompts you to enter the memory location where you want to store the information (*STORE TO?*). Enter a location number and press **OK**. The phone now prompts you to replace the contents of the selected memory location (*REPLACE CONTENT?*). If you want to replace the information, press **OK**.

The message *STORED* will be displayed confirming that the information has been stored in the memory location displayed in the upper right corner of the display.

d) If both the phone number and name you entered are already in the phone's memory, the message *ALREADY STORED* is briefly displayed and then the phone suggests you to move the information to the first empty memory location (e.g., *MOVE TO 5?*) or prompts you to enter a memory location number if there is no empty memory location (*MOVE TO?*). Press OK or first enter the memory location number and then press OK. If the location you entered is already in use, the phone prompts you to overwrite the contents of the location (*REPLACE CONTENT?*). If you want to replace the information, press OK.

The message *MOVED* will be displayed confirming that the information has been moved to the memory location displayed in the upper right corner of the display.

- If the *STORE TO*, *REPLACE CONTENT* or *MOVE TO* prompt is displayed and you do not want to continue, either press the CLR key or wait until the message *NOT STORED* (at the store and replace prompts) or *NOT MOVED* (at the move prompt) appears. The phone exits the store function, and the information you tried to store will then reappear on the display. You can reattempt to store the information in the phone directory memory as described above, or you can clear the display by pressing and holding the CLR key.

Memory Scrolling

- ① Use the ▲▼ key to scroll through the memory locations in use. Press ▼ to scroll forward and ▲ to scroll backward. The memory location number is displayed in the upper right corner of the display. To scroll the stored names, first press the ABC key to switch to the alpha mode and then begin scrolling by using the ▲▼ key.

In the numeric mode, the memory locations are scrolled in the memory location sequence, and in the alpha mode, the names are scrolled in alphabetical order.

- ② Press the SEND key to make a call when the desired name or number is displayed.

To begin scrolling from a memory location:

Enter a location number and start scrolling forward or backward from the entered location number by using the ▲▼ key.

- If the location you entered is empty, the message *LOCATION EMPTY* will be briefly displayed, and the phone then displays the next memory location in use.

To begin scrolling from an alpha character:

Press first the ABC key and then enter the first letter(s) or name and start scrolling through the names in alphabetical order from the entered string forward by using the ▲▼ key.

- If no name beginning with the entered string is found, the message *NAME NOT FOUND* will be briefly displayed, and the phone then displays the next name in alphabetical order.

Recalling Names and Phone Numbers

To recall information formation by name:

- ① Press the MENU key and scroll to the menu function FIND NAME by using the ▲▼ key and press OK, or press MENU 2 as a shortcut access method.

The phone asks you to enter the name to be recalled (*NAME?*).

- ② Enter the name or first letter(s) of the name you want to recall and press OK or start scrolling by using the ▲▼ key.

The name, or if you entered the first letter(s) only, the first name beginning with the entered letter(s) is displayed. To display the associated phone number, press the ABC key. You can view other stored names in alphabetical order by using the ▲▼ key.

- If no matching name is found, the message *NAME NOT FOUND* will be briefly displayed, and the entered characters will reappear on the display if you pressed OK.
- If you started scrolling without pressing OK, the message *NAME NOT FOUND* will be briefly displayed, and the next name in alphabetical order will then be displayed.

- ③ Call the displayed name or number by pressing the SEND key.

To recall information by location number:

- ① Press the **MENU** key and scroll to the menu function **FIND NAME** by using the **▲▼** key and press **OK**, or press **MENU 2** as a shortcut access method.

The phone asks you to enter the name to be recalled (*NAME?*).

- ② Press the **ABC** key instead of entering the name. The phone now prompts you to enter the location to be recalled (*LOCATION?*).
- ③ Enter the desired location number and press **OK** or start scrolling by using the **▲▼** key.

The phone number stored in the location will be displayed. To see the associated name, if available, press the **ABC** key. Use the **▲▼** key to view other memory locations in use.

- If the selected memory location is empty, the message *LOCATION EMPTY* will be briefly displayed, and the phone exits the find function if you pressed **OK**.
 - If you started scrolling without pressing **OK**, the message *LOCATION EMPTY* will be briefly displayed, and the next memory location in use will then be displayed.
- ④ Call the displayed name or phone number by pressing the **SEND** key.

Moving Names and Phone Numbers

To use the quick move method:

- ① Recall the phone number and name to be moved.
- ② Press and hold **OK** for one second.

The message *MOVED* will be displayed confirming that the information has been moved to the first empty memory location displayed in the upper right corner of the display.

- If there is no empty location, the message *NO SPACE* is displayed, and the information you tried to move will reappear on the display. You can reattempt to move it as described above, or you can clear the display by pressing and holding the **CLR** key.

To move the contents of a memory location:

- ① Recall the phone number and name to be moved as described in Recalling Names and Phone Numbers on page 25.
- ② Press the MENU key and scroll to the menu function STORE TO MEMORY by using the ▲▼ key and press OK, or press MENU 1 as a shortcut access method.

The message *ALREADY STORED* is briefly displayed, and then the phone prompts you to move the information to the first empty memory location (e.g., *MOVE TO 5?*), or prompts you to enter the memory location where you want to move the information to, if there is not a free memory location (*MOVE TO?*).

- ③ Press OK or first enter a specific memory location number and then press OK.
 - If the location you entered in is already in use, the phone prompts you to overwrite the contents of the location (*REPLACE CONTENT?*). If you want to replace the information, press OK.

The message *MOVED* will be briefly displayed confirming that the information has been moved to the memory location displayed in the upper right corner of the display.

- When the *MOVE TO* or *REPLACE CONTENT* prompt is displayed and you do not want to continue, either press the CLR key, or wait until the message *NOT MOVED* appears. The phone exits the move function, and the information you tried to move will then reappear on the display. You can reattempt to move it as described above, or you can clear the display by pressing and holding the CLR key.

Erasing a Memory Location

To erase a memory location by name:

- ① Press the MENU key and scroll to the menu function ERASE NAME by using the ▲▼ key and press OK, or press MENU 3 as a shortcut access method.

The phone asks you to enter the name to be erased (*NAME?*)

- ② Enter the name or the first letter(s) of the name you want to erase and press OK, or start scrolling by using the ▲▼ key.

The name, or if you entered the first letter(s) only, the first name beginning with the letter(s) is displayed. To display the associated phone number, press the ABC key. You can view other stored names in alphabetical order by using the ▲▼ key.

- If no matching name is found, the message *NAME NOT FOUND* will be briefly displayed, and the phone exits the erase function if you pressed OK.
- If you started scrolling without pressing OK, the message *NAME NOT FOUND* is briefly displayed, and the next name in alphabetical order will then be displayed.

- ③ When the desired name is displayed, press OK, if you want to erase the memory location. The message *ERASED* is briefly displayed confirming that the memory location has been erased, and the phone then displays the next name in alphabetical order.

- If you do not want to erase the name, you can view the other stored names by using the ▲▼ key, or you can exit the erase function by pressing the CLR key or any key except PWR. The message *NOT ERASED* is briefly displayed, and the phone exits the menu facility. You can also exit the erase function by just waiting until the message *NOT ERASED* appears briefly on the display.

To erase a memory location by location number:

- ① Press the MENU key and scroll to the menu function ERASE NAME by using the ▲▼ key and press OK, or press MENU 3 as a shortcut access method.

The phone asks you to enter the name to be erased (*NAME?*).

- ② Press the ABC instead of entering the name. The phone now prompts you to enter the number of the memory location to be erased (*LOCATION?*)
- ③ Enter the location number and press OK or start scrolling by using the ▼▲ key.

The phone number stored in the selected location will be displayed. To see the associated name, if entered, press the **ABC** key. Use the **▲▼** key to view other memory locations in use.

- If the selected memory location is empty, the message *LOCATION EMPTY* is briefly displayed, and the phone exits the erase function if you pressed **OK**.
- If you started scrolling without pressing **OK**, the message *LOCATION EMPTY* is briefly displayed, and the next memory location in use will then be displayed.
- ④ Press **OK**, if you want to erase the memory location. The message *ERASED* is briefly displayed confirming that the memory location has been erased, and the phone then displays the next memory location in use.
- If you do not want to erase the location, you can view the other occupied memory locations by using the **▲▼** key, or you can exit the erase function by pressing the **CLR** key, or any key except **PWR**. The message *NOT ERASED* is briefly displayed, and the phone exits the menu facility. You can also exit the erase function by just waiting until the message *NOT ERASED* appears briefly on the display.

Note: If you are erasing memory location 0 containing the stack of the five last dialed numbers, the phone prompts you to confirm the erase operation (*ARE YOU SURE?*). Press **OK**, if you want to erase the stack, or any other key except **OK** (or **PWR**) to cancel the erase operation.

Note: When the name or number to be erased is longer than 8 characters, the last 8 digits of the number and first 8 letters of the name are displayed.

You can also erase a memory location by storing empty entries in it.

6. USING THE MENU FACILITY

The phone offers you a set of functions arranged in menus accessible through the phone display. Each menu allows you to review and alter the settings of a specific menu function.

The menu functions can be accessed by scrolling through the menu facility (Menu Method) or by using the Shortcut Method. The menu number of the accessed function will be displayed in the upper right corner of the display.

Menu Method

- ① Press the **MENU** key to enter the menu facility, and use the **▲▼** key to scroll through the list of functions until you find the one you want. Press **▼** to scroll forward and **▲** to scroll backward.
- ② Press **OK** to access the displayed menu.
- ③ Use the **▲▼** key to scroll through the options of the function. The current setting is always displayed first.
- ④ Press **OK** to select the displayed option, or use the **CLR** key to exit the menu function without changing the settings.

Shortcut Method

The menu functions are numbered, and the functions 1 to 9 can be accessed by using this shortcut method.

- ① Press the **MENU** key, and enter the number of the menu function you want to access. (See List of Menu Functions on the next page.)
- ② Use the **▲▼** key to scroll through the settings of the function. The current setting is always displayed first.
- ③ Press **OK** to select the displayed setting or use the **CLR** key to exit the menu facility without changing the settings.

List of Menu Functions

Menu function	Shortcut	Description
STORE TO MEMORY	MENU 1	to store information in memory
FIND NAME	MENU 2	to recall information from memory
ERASE NAME	MENU 3	to erase information from memory
LOCK PHONE	MENU 4	to lock/unlock the phone
SYSTEM SELECT	MENU 5	to select the roaming option
CALL TIMERS	MENU 6	to view and reset the call timers
LIGHTS	MENU 7	to set the display lights on/off
KEYPAD TONES	MENU 8	to switch the keypad tones on/off
RINGING VOLUME	MENU 9	to select the ringing tone volume
RINGING TYPE		to select the ringing tone type
EMERGENCY KEY 9		to set the Emergency Key 9 on/off
NAM SELECT		to view and select your cellular number
CALLING CARD		to select and activate a calling card option

There is an additional feature which is operated via the following menu shortcut:

KEYGUARD	MENU ★	to activate/deactivate the key-guard
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Descriptions of Menu Functions

The following pages explain how the menu functions can be accessed and operated. Some functions can be operated in several different ways. Only one alternative is described in this section with section references to alternative methods.

STORE TO MEMORY (MENU 1)

This menu function allows you to store names and phone numbers in the phone's memory locations.

- ① Press the MENU key and scroll to the menu function STORE TO MEMORY by using the ▲▼ key and press OK, or press MENU 1 as a shortcut access method.

The phone asks you to enter the name to be stored (*NAME?*).

- ② Enter the name as described in the section Entering Names and press OK or if you don't want to store a name, press OK.

The phone prompts you to enter the phone number to be stored (*NUMBER?*).

- ③ Enter the area code and phone number and press OK.

The phone now suggests the first empty memory location if available (e.g., *STORE TO 5?*).

- If you want the information to be stored in the first empty memory location displayed in the upper right corner of the display, press OK. The message *STORED* will be displayed confirming that the information has been stored.

For other storing options, see Storing Names and Phone Numbers on page 22.

FIND NAME (MENU 2)

This menu function allows you to recall information from the memory by name or location number.

To recall information by name:

- ① Press the MENU key and scroll to the menu function FIND NAME by using the ▲▼ key and press OK, or press MENU 2 as a shortcut access method.

The phone asks you to enter the name to be recalled (*NAME?*).

- ② Enter the name or first letter(s) of the name you want to recall and press OK, or scroll through the stored names by using the ▲▼ key.

The name, or if you entered the first letter(s) only, the first name beginning with entered letter(s) is displayed. To display the associated phone number, press the **ABC** key. You can view other stored names in alphabetical order by using the ▲▼ key.

- If no matching name is found, the message *NAME NOT FOUND* will be briefly displayed, and the entered characters will reappear on the display if you pressed OK.
 - If you started scrolling without pressing OK, the message *NAME NOT FOUND* will be briefly displayed, and the next name in alphabetical order will then be displayed.
- ③ Press the **SEND** key to make a call to the displayed name or phone number.

For recalling information by memory location number, see Recalling Names and Phone Numbers on page 25.

ERASE NAME (MENU 3)

This menu function allows you to erase the contents of a memory location by name or memory location number.

To erase a memory location by name:

- ① Press the **MENU** key and scroll to the menu function **ERASE NAME** by using the ▲▼ key and press **OK**, or press **MENU 3** as a shortcut access method.

The phone asks you to enter the name to be erased (*NAME?*)

- ② Enter the name or first letter(s) of the name you want to erase and press **OK**, or scroll through the names by using the ▲▼ key.

The name, or if you entered the first letter(s) only, the first name beginning with the entered letter(s) is displayed. To display the associated phone number, press the **ABC** key. You can view other stored names in alphabetical order by using the ▲▼ key.

- If no matching name is found, the message *NAME NOT FOUND* will be briefly displayed, and the phone exits the erase function if you pressed **OK**.

- If you started scrolling without pressing OK, the message *NAME NOT FOUND* will be briefly displayed, and the next name in alphabetical order will then be displayed.
- ③ When the desired name is displayed, press OK, if you want to erase the memory location. The message *ERASED* is briefly displayed confirming that the memory location has been erased, and then the phone displays the next name.
- If you do not want to erase the name, you can view the other stored names by using the ▲▼ key, or you can exit the erase function by pressing the CLR key or any key except PWR. The message *NOT ERASED* will be briefly displayed, and the phone exits the menu facility. You can also exit the erase function by just waiting until the message *NOT ERASED* appears briefly on the display.

To erase the contents of a memory location by the location number, see the Erasing a Memory Location on page 27.

LOCK PHONE (MENU 4)

The phone has an easy-to-operate locking feature to prevent unauthorized use of the phone. The phone can be locked or unlocked by using a four-digit lock code. The lock code is supplied with the phone. In case you forget your personal lock code, contact your local service provider.

To lock or unlock the phone:

- ① Press the MENU key and scroll to the menu function LOCK PHONE by using the ▲▼ key and press OK, or press MENU 4 as a shortcut access method.

The phone prompts you to enter your lock code (*LOCKCODE?*).
- ② Enter your four-digit lock code and press OK.
 - If you lock the phone, the message *LOCKED* appears on the display and remains there to remind you that the phone is locked.
 - If you unlock the phone, the message *UNLOCKED* is briefly displayed confirming that the phone lock has just been deactivated.
 - If you made a mistake in entering the lock code, the message *CODE ERROR* is displayed, and the phone exits the menu.

When the phone is locked:

All incoming calls can be received by pressing the **SEND** key. Storing in the phone's memory and recalling the last dialed numbers is prevented.

Note: When the phone is locked, calls may be possible to the emergency number programmed into your phone (e.g., 911 or another official emergency number) including calls by one-touch emergency dialing. Calls to the lock-free memory location (40) can also be made when the phone is locked.

Note: When the phone is locked, no new entries can be stored in the phone's memory.

SYSTEM SELECT (MENU 5)

This menu function allows you to select a roaming option. Roaming is a feature which is relevant in areas where at least two cellular service providers operate. Your phone is designed to work with either or both service provider networks.

Roaming when available, allows you to program your phone for optimum operation when within your home service area or when outside your home service area. Contact your home cellular service provider for information about the roaming agreements it has with other cellular service providers.

In some areas, roaming phones are automatically recognized by the cellular system's computer. In other areas, you must contact the service provider before it can recognize your phone. The operator needs to know your telephone number, your phone's ESN (Electronic Serial Number), and how you plan to pay for your calls. There is normally an additional charge for roaming calls.

Note: The ESN of your phone is located under the battery of the phone. (However, the ESN of your phone can normally be read over the air by the roaming cellular service providers when you call them to register your roaming presence on their cellular network.)

To select the roaming mode:

- ① Press the **MENU** key and scroll to the menu function **SYSTEM SELECT** by using the **▲▼** key and press **OK**, or press **MENU 5** as a shortcut access method.

The phone will display its current roaming mode.

Scroll through the four roaming options by using the **▲▼** key:

HOME TYPE B*	The phone uses only its home system(B).
NON-HOME TYPE A*	The phone uses only the non-home type system (A).
HOME AREA	The phone uses only its home area and home system.
BOTH SYSTEMS	The phone uses both systems (A and B). The phone uses its home system when possible and the non-home type system when service is not available in its home system.

* When selected NAM is programmed to system B service provider.

- ② To select the displayed setting, press **OK**.

Note: The home type depends on the programming of the currently selected NAM. The 'A' and 'B' are reversed when the phone is registered with a system A service provider. The phone will automatically display the selected system type (A or B) in the upper left corner of the display.

CALL TIMERS (MENU 6)

This menu function allows you to check the approximate duration of the calls you have made and to reset the call duration timers if so desired. Press the **MENU** key and scroll to the menu function **CALL TIMERS** by using the **▲▼** key and press **OK**, or press **MENU 6** as a shortcut access method.

- ① Scroll through the following options by using the **▲▼** key and confirm your choice by pressing **OK**:

LAST : .. Shows the duration of the last or current call in minutes and seconds.

TOTAL 1..... : .. Shows the duration of all calls you have made for your primary number (not including the call in progress).

TOTAL 2..... : .. Shows the duration of the calls you have made for your optional second phone number. (See NAM SELECT on page 40.)

CLEAR TIMERS Resets the call duration timers to zero.

- ② If you select the option CLEAR TIMERS, the phone prompts you to enter your four-digit lock code (*LOCKCODE?*). Enter your lock code and press **OK**. The message *TIMERS CLEARED* will be briefly displayed confirming that all timers have been reset to zero.
- Note:** The reset operation cannot be undone.

Note: The actual time invoiced for calls by your cellular service provider may vary depending upon network features, rounding-off for billing and so forth.

LIGHTS (MENU 7)

The keypad and display of the phone are fitted with back lighting to make them easy to read. This menu function allows you to set the phone's lights on or off.

- ① Press the **MENU** key and scroll to the menu function **LIGHTS** by using the **▲▼** key and press **OK**, or press **MENU 7** as a short-cut access method.
- ② Scroll through the options by using the **▲▼** key (**LIGHTS ON**, **LIGHTS OFF**) and confirm your selection by pressing **OK**.

When set to **LIGHTS ON**:

- and the phone is used as a handportable phone or connected to a charger, the lights go off 15 seconds after you have pressed a key or an incoming call alert has been received.
- and the phone is connected to a hands-free car kit, the lights remain on continuously.

When set to LIGHTS OFF:

- and the phone is used as a handportable phone or connected to a charger, the lights remain off continuously.
- and the phone is connected to a hands-free car kit, the lights remain on for 15 seconds after you have pressed a key or an incoming call alert has been received.

KEYPAD TONES (MENU 8)

A short tone is sounded each time you press a key of your phone. This menu function allows you to set the keypad tones on or off.

- ① Press the **MENU** key and scroll to the menu function **KEYPAD TONES** by using the **▲▼** key and press **OK**, or press **MENU 8** as a shortcut access method.
- ② Scroll the options (**KEYTONES ON** or **KEYTONES OFF**) by using the **▲▼** key and confirm the desired selection by pressing **OK**.

Note: Keypad tones are also set off when the option **SILENT SERVICE** is activated under the menu function **Ringing Volume**.

RINGING VOLUME (MENU 9)

This function allows you to select and demonstrate the ringing volume level, or to switch it off.

- ① Press the **MENU** key and scroll to the menu function **RINGING VOLUME** by using the **▲▼** key and press **OK**, or press **MENU 9** as shortcut access method.
- ② Scroll through the options **RINGING HIGH**, **RINGING LOW** and **SILENT SERVICE** by using the **▲▼** key.
 - A sample tone is automatically played to demonstrate each displayed option.
- ③ To select the displayed option, press **OK**.
 - If you chose the option **SILENT SERVICE**, the message **SILENT** is displayed when there is no call in progress and when you are not using the other functions of the phone. This is to remind you that the ringing tone is set to off.

Note: All other tones of the phone are also switched off.

RINGING TYPE

This menu function allows you to select and demonstrate any of the five ringing tone types of your phone.

- ① Press the **MENU** key and scroll to the menu function **RINGING TYPE** by using the **▲▼** key and press **OK**.
- ② Scroll through the options (**RINGING TYPE 1** to **5**) by using the **▲▼** key.
 - A sample tone is automatically played to demonstrate each displayed option.
- ③ To select the displayed option, press **OK**.

EMERGENCY KEY 9

This menu function allows you to set the 9 key one-touch emergency dialing on or off.

EMERG. 9 ON	Enables one-touch emergency dialing to the emergency number programmed into your phone by pressing and holding the 9 key.
EMERG. 9 OFF	Disables one-touch emergency dialing for the 9 key. (This is the default setting for the function.)

See also 9 Key Emergency Dialing on page 17.

To set the Emergency Key 9 on or off:

- ① Press the **MENU** key and scroll to the menu function **EMERGENCY KEY 9** by using the **▲▼** key and press **OK**.
- ② Scroll through the options (**EMERG. 9 ON** or **EMERG. 9 OFF**) by using the **▲▼** key and confirm your choice by pressing **OK**.

Note: The one-touch emergency dialing operates when the phone is locked, but does not operate when the Keyguard is activated.

NAM SELECT

Your phone can have two phone numbers. This menu function allows you to select the network to be used for making or receiving call, if you are a subscriber to two cellular networks. Each phone number is stored in a NAM (Number Assignment Module).

Note: The phone cannot operate on both networks at the same time, and you cannot change the network during a call.

- If you try to change the number during a call, the message *CALL IN PROGRESS* is displayed and the phone exits the menu facility.

Note: If your phone is set to your first number, you can only receive calls via that number. You can, however, forward calls from your second number to your first number so as not to miss any calls, if this service is provided by your network operator. For more information, please contact your cellular service provider.

To change the network number:

- ① Press the **MENU** key and scroll to the menu function **NAM SELECT** by using the **▲▼** key and press **OK**.

The number for the network currently in use is displayed first.

- ② Scroll the two numbers, if available, by using the **▲▼** key and confirm your choice by pressing **OK**.

Note: If only one NAM is present, only that number will be displayed.

CALLING CARD

Note: This feature may not be operational in all countries.

This menu function allows you to activate a calling card option to be used for card calls. You can select the calling card option among the calling card companies programmed into your phone, or you can select the NO CARD option. For making an automatic calling card call, see Calling Card Call on page 19.

To select the calling card option:

- ① Press the MENU key and scroll to the menu function CALLING CARD by using the ▲▼ key and press OK.

The phone prompts for your lock code (*LOCKCODE?*)

- ② Enter your four-digit lock code and press OK.

After you have entered the correct code, the phone displays the name of the previously selected card, or the message NO CARD will be displayed, if no card has been selected.

Note: If you enter an incorrect code, the message *CODE ERROR* is displayed, and the phone exits the menu facility.

- ③ Scroll through the options by using the ▲▼ key and confirm your choice by pressing OK.

- If you select the NO CARD option, the previously stored calling card data will be erased and the phone exits the menu facility.
- If you selected one of the card options, the phone prompts for the network access number, if required (*ACCESS NUMBER?*).

- ④ Enter the access number and press OK.

The phone now prompts for the card number (*CARD ID CODE?*)

- ⑤ Enter the card number and press OK.

The message *STORED* is briefly displayed confirming that the selected card has been activated and the related card data stored.

Note: You can exit the menu facility without changing the calling card settings by pressing and holding the CLR key before pressing OK in step 5.

7. ADDITIONAL FEATURES

Sending DTMF Tones

The Dual Tone Multi Frequency (DTMF) feature allows you to send touch tones which can be used to control equipment such as bank-by-phone or voicemail by using your cellular phone.

There are two alternative ways to send DTMF tones:

1. Manual Transmission

- ① Make a call to the desired number in the usual way (e.g., to your bank's computer phone number).
- ② Enter the digits you want to be sent as DTMF tones (e.g., your bank account number and password).

2. Automatic Transmission

You can send a string of digits as DTMF tones by storing the string in the phone's memory and then recalling it for automatic DTMF transmission.

- When storing the string, insert a wait character between the access phone number and DTMF string. (See Adding a Wait on page 43.)
- ① Recall the memory location containing the phone number and DTMF string.
 - ② Press the **SEND** key to dial the phone number.
 - ③ After the phone number has disappeared from the display, wait for the tone and press the **SEND** key.
 - If the keypad tones have been set to off, the DTMF tones will be sent, but you will not hear them.
 - ④ To end the call, press the **END** key after the DTMF transmission is completed and the phone has returned to normal call mode.

Note: When recalling a DTMF number from the memory during a call, do not recall it by first entering the location number and then pressing the **▲▼** key, because the location number will then be sent as DTMF tones.

Adding a Pause Character

If the device to which you are sending the DTMF string, needs to receive the number slowly or after a pause, insert one or more pause characters of 2.5 seconds between the required DTMF digits.

To create a pause character (p):

- ① Press the MENU key first and then the # key. (For example, if you want to send your password as DTMF tones with a 'p' character between each digit, the string should be sent as 1p2p3p4.)

Adding a Wait Character

For automatic dialing, you can store the DTMF string within the same memory location as the access phone number by inserting a wait character between the phone number and the DTMF number.

To create a wait character (w):

- ① Press the MENU key once and then the # key twice.

To send a DTMF sequence containing a wait character, see Automatic Dialing on page 42.

Call Waiting

Your cellular service provider may offer a call waiting option. This network feature allows you to make or answer a second call while you already have a call in progress.

To initiate a call while you have a call in progress:

- ① Enter the phone number or recall the number from the memory and press the SEND key.

To answer an incoming call while you have a call in progress:

- ① Press the SEND key at an incoming call alert.

Note: The Call Waiting network feature normally needs to be specifically subscribed to with your local service provider, and may not be available in all service provider networks. Contact your local service provider for more information.

8. BATTERY INFORMATION

Battery Options

The following battery options are available for your phone. Consult your local dealer for more information.

Battery charging times depend on the remaining battery charge and the type of battery and charger used.

Charging Times:

BATTERY	ACH-6A/LCH-6/LCM-1
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Daily Calling Battery BBT-6S	1 h 30 min.
950 mAh NiCd	

Marathon Battery BBT-6H	3 h
1700 mAh NiMH	

Note: The above charging times are approximate.

Talk and Standby Times:

BATTERY	TALK	STANDBY
---------	------	---------

Daily Calling Battery BBT-6S	2 h	26 h
950 mAh NiCd		

Marathon Battery BBT-6H	3 h 20 min.	47 h
1700 mAh NiMH		

Installing and Charging a Battery

For installing, removing and charging the battery, see Getting Started on page 12.

Discharging a Battery

A battery lasts longer and performs better if allowed to discharge fully from time to time.

You can do this by leaving the phone switched on until the phone turns off automatically after the battery has been completely discharged. Alternatively, you may use the battery discharge feature of any approved accessory available for your phone.

Note: Do not attempt to discharge the battery by any other means.

Recharging a Battery

When the battery charge is low and only a few minutes of talk time remain, a warning tone will be given and the message BATTERY LOW will be repeated at regular intervals on the display.

When the battery charge level is too low for the phone to operate, the RECHARGE BATTERY message will be displayed and a warning tone will be given before the phone automatically switches itself off (after about 10 seconds).

Note: If set to SILENT SERVICE (see Ringing Volume on page 38), only the display messages appear.

Charge the battery as described in Getting Started on page 12.

Using Batteries

- A new battery's full performance is achieved only after two or three complete charge and discharge cycles.
- A battery can be charged and discharged hundreds of times, but it will eventually wear out. When the operating time (talk-time and standby time) is noticeably shorter than normal, it's time to buy a new battery.
- Never use a charger or battery which is damaged or worn out.
- Use the battery for its intended purpose only.

- Do not short circuit the battery. Accidental short circuiting can occur when a metallic object (coin, clip or pen) causes direct connection of the + and - terminals of the battery (metal strips on the back cover of the battery) e.g., when you carry a spare battery in your pocket or purse. Short circuiting the terminals may damage the battery or the connecting object.
- Leaving the battery in hot or cold places, such as in a closed car in summer or winter conditions, will reduce the capacity and lifetime of the battery. Always try to keep the battery between 59°F (15°C) and 77°F (25°C). A phone with a too hot or cold battery may temporarily not work (or charge), even when the battery is fully charged. The battery may require cooling or warming first. The performance of NiMH batteries is particularly limited in temperatures below 14°F (-10°C).
- Use only batteries and chargers approved by the phone manufacturer. When a charger is not in use, disconnect it from the power source. Do not leave the battery connected to a charger for longer than a week, since overcharging may shorten its life. If left unused, a fully charged battery will discharge itself in about a week at room temperature.
- When the battery is not in use, store it uncharged in a cool and dark place.
- The battery is a sealed unit with no serviceable parts. Do not attempt to open the case.

Disposal of Batteries

- Dispose of used batteries in accordance with local regulations. Recycle!
- Do not dispose of batteries in a fire!



Nickel Cadmium and Nickel Metal Hydride batteries must be recycled or disposed of properly. Must not be disposed of in municipal waste.

9. ACCESSORIES

General

A new extensive range of accessories is available for your phone. You can select the accessories that accommodate your specific communication needs. For availability of the accessories, please check with your local dealer.

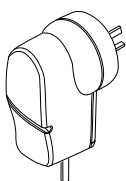
A few practical rules for accessory operation:

- Keep the accessories out of small children's reach.
- When you disconnect the power cord of any accessory, grasp and pull the plug, not the cord.
- Check regularly that all cellular phone equipment in a vehicle is mounted and operating properly.
- Installation of complex car equipment must be completed by qualified personnel only.

IMPORTANT! Use only accessories approved by the phone manufacturer. The use of any other types will invalidate any approval or warranty applying to the phone, and may be dangerous.

Accessory Options

ACH-6A Fast & Light Charger



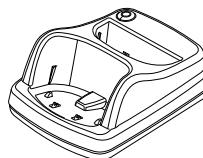
This extremely light and functionally designed Fast & Light Charger charges your phone battery quickly. Plug the charger into a wall outlet and connect the lead to the bottom of your phone or desktop stand.

The charging time for a phone manufacturer approved 950 mAh battery is about 1 h 30 min. You can use your phone while charging.

Operating within a voltage range of 90V–264V AC (50Hz–60Hz), the Fast & Light Charger is practically current independent. The Fast & Light Charger can also be used with the Light Desktop Stand CGH-3 and the Office Desktop Stand CGH-4.

CGH-4 Office Desktop Stand

The Office Desktop Stand provides you with a compact solution to keep your phone and spare battery in a ready-to-use, upright position.



Plug your charger into the back of the stand and into a wall outlet. Place the phone and/or spare battery in the stand. The phone battery will be charged first, then the spare battery.

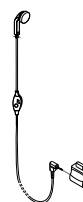
The Office Desktop Stand can be used together with the Fast & Light Charger ACH-6. The charging time for a phone manufacturer approved 950 mAh battery is approximately 1 h 30 min.

In addition, the Office Desktop Stand offers a discharging facility for the spare battery. Discharging helps extend battery life. Place the spare battery in the stand and press the discharge button. When the battery is totally discharged, the recharging will begin automatically. You can also stop discharging before it is finished by pressing the discharge button again. Recharging will begin immediately.

The discharge button is equipped with an LED indicator for the spare battery. A blinking red light indicates discharging. A continuous red light indicates recharging, and a green light indicates that the spare battery is fully charged. Charge the battery until the light turns green.

HDXK-7/HKXK-8 Headset Kit

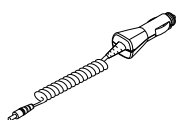
The compact and functional Headset Kit (Headset Adapter HDA-3/HDA-4 and Head-set HDC-2) provides a convenient, portable handsfree facility. Connect the Headset Adapter HDA-3/HDA-4 to the bottom of your phone, and plug the Headset HDC-2 to the adapter.



Note: When using the Headset Adapter, connect your charger to the adapter if you need to charge your phone.

Vehicle Accessories

LCH-6 Mobile Charger



The multivoltage Mobile Charger ensures that you can charge your phone battery wherever you travel. Its stylish and functional design fits well in most car lighters and interiors.

Plug the charger into your car's cigarette lighter socket and connect the lead to the bottom of your phone. A green light indicates that the charger is ready to charge. Check the charging status from the phone display.

The charging time for a phone manufacturer approved 950 mAh battery is about 1 h 30 min. Calls can be made during the charging. The input voltage can be 12 or 24 V DC, negative grounding.

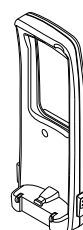
Avoid prolonged charging with the Mobile Charger when the car engine is not running. This may cause the battery of your car to drain.

Note: In some cars the cigarette lighter plug is not provided with power if the ignition is switched off. Verify that the green LED light is lit.

MBT-3 Phone Holder

Designed to fit and complement your car's interior, the Phone Holder holds your phone firmly in place.

You can easily place the phone into the holder with one hand. Tilt the phone and place it into the holder top first, then push the bottom in until you hear a click.

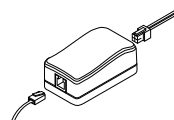


Pressing the release buttons on both sides of the holder loosens the bottom lock. You can now pick up the phone from the holder and take it with you.

Note: The installation must be made by qualified personnel only.

LCM-1 Mobile Installation Charger

The multivoltage Mobile Installation Charger powers your phone from the car battery when the ignition is on and leaves the cigarette lighter vacant.

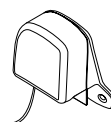


The charging time for a phone manufacture approved 950 mAh battery is about 1 h 30 minutes. You can use the charger in any vehicle with a 12 or 24 V DC connection, negative grounding.

Note: The installation must be made by qualified personnel only.

AAE-1 External Antenna Adapter

The External Antenna Adapter AAE-1 provides a connection to an external antenna while the phone is mounted in its holder. To enjoy optimum reception quality, fasten the adapter onto the top of the Phone Holder MBT-3.



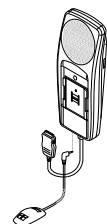
Please note that you will need one of the following combinations to truly benefit from the improved reception:

- HDA-3/HDA-4 Headset Adapter and HDC-2 Headset
- PHF-5 Compact Handsfree Unit and HFM-7 Hands Free Microphone
- PHF-5 Compact Handsfree Unit and HSU-2 Light Handset
- PHF-5 Compact Handsfree Unit and HDC-2 Headset

PHF-5 Compact Hands Free Unit and HFM-7 Handsfree Microphone

Equipped with an internal speaker, the Compact Handsfree Unit offers convenient handsfree operation. The bidirectional microphone (HFM-7) combines good sound quality and sensitivity.

The unit uses the Mobile Charger LCH-6 or the Mobile Installation Charger LCM-1 for power supply.

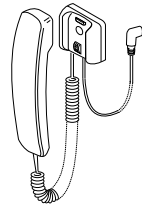


Note: The installation must be made by qualified personnel only.

HSU-2 Light Handset

The Light Handset with no display or keypad provides privacy for conversation.

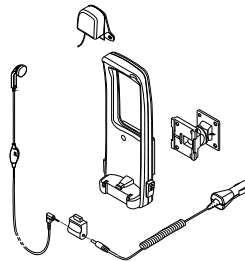
When you lift the Light Handset from its holder, the loudspeaker and microphone will be muted and you can speak in privacy. When you replace the handset in its cradle, the call is terminated unless you have pressed the **MENU** key on your phone in order to return to the handsfree mode.



Note: The installation must be made by qualified personnel only.

CARK-50 Handsfree Headset Car Kit

The Handsfree Headset Car Kit is an easy-to-install, flexible kit, which offers you fast charging and simple handsfree function, as well as, an access to an external antenna connection.

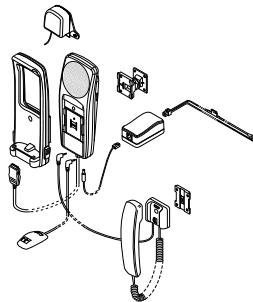


- The Phone Holder MBT-3 keeps your phone firmly in place.
- The Mobile Charger LCH-6 powers your phone quickly.
- Attached to the Phone Holder MBT-3, the External Antenna Adapter AAE-1 provides connection to an external antenna and provides optimum reception quality.
- The Headset Adapter HDA-3/HDA-4 and Headset HDC-2 provide you with privacy in handsfree mode.

Note: The installation must be made by qualified personnel only.

CARK-53 Complete Handsfree Car Kit

You may choose the Complete Handsfree Car Kit to provide a convenient charging facility combined with external antenna connection and handsfree capability, as well as, privacy.



- The Phone Holder MBT-3 keeps your phone firmly in place.
- The Compact Handsfree Unit PHF-5 with its internal speaker and Handsfree Microphone HFM-7 offers you a seamless handsfree function.
- The Light Handset HSU-2 mutes the handsfree loudspeaker and Handsfree Microphone HFM-7 to allow you to speak in privacy.
- The External Antenna Adapter AAE-1 can be attached directly to the Phone Holder MBT-3 to provide connection to an external antenna for optimum reception quality.
- The Mobile Installation Charger LCM-1 can be connected to the Compact Handsfree Unit PHF-5 to power your phone from the car battery via the ignition.

Note: The installation must be made by qualified personnel only.

Carry Accessories

A range of carrying accessories available for your phone. For more information, contact your local dealer.

10. APPENDIX

Care and Maintenance

Your phone is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you to fulfill any warranty obligations and allow you to enjoy this product for many years.

- Keep the phone and all its parts and accessories out of small children's reach.
- Keep the phone dry. Precipitation, humidity and liquids contain minerals that will corrode electronic circuits.
- Do not use or store the phone in dusty, dirty areas as its moving parts can be damaged.
- Do not store the phone in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.
- Do not store the phone in cold areas. When the phone warms up (to its normal operating temperature), moisture can form inside the phone, which may damage the phone's electronic circuit boards.
- Do not attempt to open the phone. Non-expert handling of the phone may damage it.
- Do not drop, knock or shake the phone. Rough handling can break internal circuit boards.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the phone. Wipe it with a soft cloth slightly dampened in a mild soap-and-water solution.

If the phone or any of its accessories are not working properly, take them to your nearest qualified service facility. The personnel there will assist you, and if necessary, arrange for service.

Troubleshooting

If the power does not come on or stay on:

- Make sure the battery is properly installed and charged.
- Be sure that the contacts on the battery and the charging stand are clean.
- Battery charge may be too low for operation. Check the display and listen for the low battery warning tones.

If the power comes on, but the phone does not work:

- Check the NO SVC indicator, you might be out of the cellular service area.
- Make sure that the antenna is properly installed and if your phone has an extendable antenna, make sure that the antenna is extended to its full length.
- Check if there is an error message on the display after switching on. If so, contact your local dealer.

Technical Information

Weight :	8.47 oz. (240 g) with Extended 950 mAh NiCd Battery
Transmitting Power:	0.6 W (+ 2 dB - 4 dB)
Operating Voltage:	4.8 V (Internal Battery), 110 V (AC), 12 V (car)
Frequency Band:	824.040 - 848.970 MHz (TX) 869.040 - 893.970 MHz (RX)
Number of Channels:	832
Memory Locations:	0-40
Memory Capacity:	Locations 1-20 16 numeric digits 16 letters Locations 21-4032 numeric digits 16 letters